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The Ghost

By Uriel

Scenario Background

The mayor of the city wants you to get into the old house, people claim that they saw ghosts in it.
some says Varnok, the Wizatd who lived in there is angry, some says the devil live in there.
and some says that Varnok, is the devil. and he still lives there.

Mission Goals

find out who is in there and kill it.

Start Area

When you enter the room you heard a batlle cry from above you.

and you can see monsters in the room

Area 1

when you enter the room you hear a strange voice that says "kill the intruders, now one shall enter my house.".
but no monsters moved her mouth.

You feel a little wind that blows near you.

Area 2

You enter a big corridor. it has two doors.
And you smell stink, like now one else entered this area for a long time.

Area 3

you hear the same voice as in the Area 1 that says "Ogres, kill them at once"

Area 4

when you enter the room you see three manticores who doesnt look nice at all.

Area 5

A lot of beastes are waiting for you, and you finally came to them.

Area 6

you see a lot of monsters and you hear the same voice that you heard before. "stupid men, you cannot defeat Varnok the almighty, I shall kill you all!"
the encounter marker is Varnok, he cannot attack by himself, and his speed is 10.
ANYTIME in the overlord turn the ghost can move and enter a monster. the monster gains +2 Health and +4 Armor that cannot be pierced and +1 to his speed (not more than 5). and it attack by magic (change the blue/red dice to a white one and add the rest of the dices as usuall)

Note:
if at the start of the overlord turn Varnok is not on anyone you can summon on him (it Doesnt count as Spawning for both line of sight and that you CAN activate a spawning card) ONE monster PER TURN from this list for Threat Tokens:
8 - Beastman | 9 - Master Beastman
8 - Skeleton | 9 - Master Skeleton
12 - Hell Hound | 14 - Master Hound
12 - Sorcerer | 14 - Mater Sorcerer
25 - Ogre | 35 - Master Ogre
50 -Master Dragon | 50 - Master Demon

when the heroes activate the first glyhf they gain 1 Conquest token. when the heroes activate the second glyhf they gain 2 Conquest token. the heroes DONT gain 50 coins from killing red monsters

if at the end of the overlord turn varnok the Ghost is not on any monster, Varnok is defeated.

He shouts "nooooooooooo!"
the hero gains 5 conquset tokens and have end their quest

Chests

Copper:
1. 2 Conquest Token, 1 Copper Treasure
2. 1 Curse 1 Conquest Token, 1 Copper Treasure
3. 2 Curses, 2 Copper Treasures
Silver:
1. 2 Curses, 1 Silver Treasure
2. 1 Conquest Token, 1 Silver Treasure
3. 4 Curses 1 Training Token, 1 Silver Treasure
Gold:
1. 2 Curses, 100 Coins 1 Gold Treasure
2. 1 Cusre, 1 Conquest Token, 1 Gold Treasure

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